



SNEAKERS

Small Heroes. Big Adventure.



0602 Part No. X08-87238

MEDIA.VISION

Microsoft
game studios

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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THE ADVENTURES OF APOLLO



Apollo

Apollo the mouse lives in a small house on an island in the middle of a river in Paris, France. Apollo is very popular with the other island mice and has lots of great friends, like Brutus, Watt, and Pete.

Together, they go on lots of adventures.



Bonnie

Apollo and his friends like to hang out in the attic of their house where they have lots of room to play. They really like it when their friend Bonnie brings her little brother Tiki over to play because she's really pretty and smart.



Tiki

She's so smart that she ties a bell to Tiki's tail when they go out so she can keep track of him. But sometimes it's hard to hear the bell, so Bonnie has to pay close attention to her little brother so he doesn't wander off.

Today there's going to be a celebration in the park nearby and the humans who live in Apollo's house are throwing a party. Apollo and his friends have collected scraps of food so they can celebrate too. All the mice in the neighborhood are coming over to enjoy the feast. Little Tiki is especially excited because Bonnie has promised to take him up to the roof after the feast so they can watch the balloons and fireworks from the celebration in the park.

It's going to be a really fun time at Apollo's house, but Apollo's been a little worried. Last week, a gang of rats moved onto the island near his house and they're nasty!



Apollo's House

Rats aren't friendly and they don't go on adventures like Apollo and his friends. Instead, they like to tease mice and take their food.



Brutus

Apollo has fought rats before and he knows they're very timid. They always cower and run away when they see how strong and brave he is. It certainly doesn't take much to scare off a rat.

But recently, Apollo has noticed something new about the rats: they're teaming up! Just yesterday Apollo saw them together in twos and threes – and sometimes more. They're like a gang!



Watt

There are boss rats and bully rats now, rats that are smart enough to organize other rats into squads and lead them.

Bosses are too smart to just run away and they're dangerous. Now that they have leaders, what kind of trouble will the rat squads cause?

Earlier today someone took all of the food that Apollo and his friends had gathered for the party. You can't have a party without food! There's only one thing to do: find who took the food before the party starts. And the first ones to ask are those nasty rats!



Pete



CHARACTERS

APOLLO AND HIS FRIENDS



Brutus

The hot-tempered scrapper

He's a rowdy mouse who's easily provoked and loves a good fight. But he also has a warm heart and is very loyal to his friends. Brutus is Apollo's right-hand man in battle.



Pete

The happy-go-lucky food lover

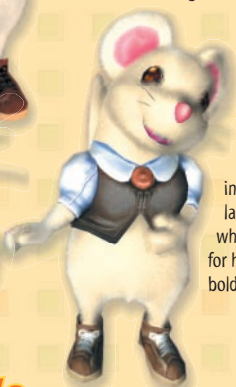
He's a simple fellow who loves to eat. So long as there's food around, he's always happy. Pete knows no equal in his love for his buddies and for cheese.



Watt

The sharp-witted thinker

He's the clearheaded teacher of the group. Everyone respects how much he knows about the mouse world, but he isn't the strongest mouse.



Bonnie

The rose among thorns

She's the only female mouse in the group; a wise young lady with a gentle heart. But when it comes to standing up for her little brother Tiki, she's as bold and brave as they come.

Apollo

The steadfast leader

He's the earnest and trustworthy leader of his fellow mice, but he can also be a bit of a worrywart at times. Whether he's loudly cheering the others on or going head-to-head with the enemy himself, you always know you can depend on him.



APOLLO'S RIVALS

The Back Alley Clan

A gang of street mice who claim the Back Alley as their turf. Their signature mark includes a rap song and dance. Their leader Ice is very crafty and a master fighter!



Maybe

Ice

Hasty

The Out-of-Towners

Smog

A general of the Out-of-Town Army. He's a guy who proclaims himself a "genius" but ineptly falls into his own traps and digs his own grave.

Scar

A really smart rat who always speaks his mind. He's usually right about things, so even though he's a smart aleck, General Smog and his fellow rats usually listen to him!



Strawberry

A demanding member of the out-of-town rats. She bosses General Smog and Scar around and keeps them jumping! Even big rats like Scar and Smog cringe when Strawberry says, "How could you?!"



APOLLO'S TOWN

3 Central Park

This is the place where the island children come to play. There's a beautiful fountain at the center of the park and a variety of see-saws, swings, slides, sandboxes, and other playground equipment on which to play.



5 The Bridge

This bridge on the edge of town links the island with the far bank of the river. I wonder what could be waiting for us there? I have a feeling it's going to be the toughest of all our battles... but you're going to have to play the game and find out for yourself!



2 Back Alley

This alley is located in an old section of town in an area controlled by my rival, a mouse named Ice, head of the Back Alley Clan. The alley winds past a cafe and an open-air market, and it actually covers a lot of ground, so don't get lost.



1 Apollo's House

The house I live in is a single-family home made up of a living room, kitchen, dining room, bedrooms, and so on. The occupants of the home are a pleasant family of three humans: a father, mother, and little boy.



4 Doshi's Cellar

This is the basement of the old winery where lots of wine barrels are stored. The wine cellar is 60 feet below ground and almost completely dark, so even for us mice it's kind of a creepy place. It feels like we're in a giant maze.

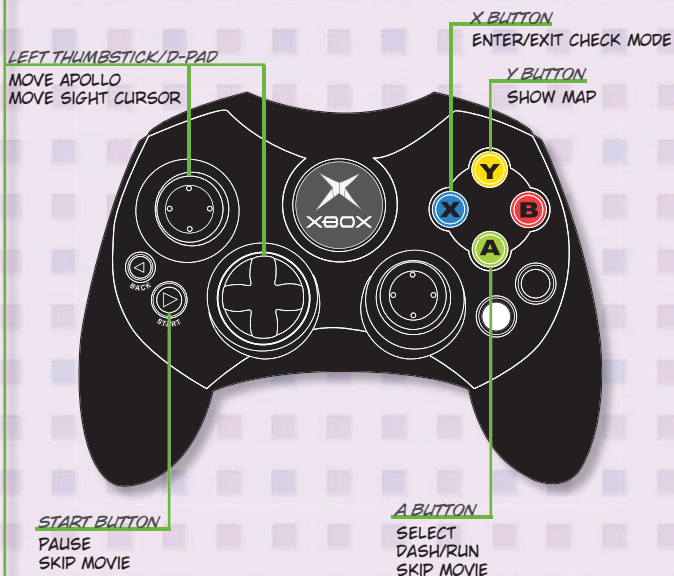


PLAYING THE GAME

THE CONTROLS

While playing Sneakers, you use the control pad to control Apollo and his friends. The control pad acts differently in the game's two phases: **Search Phase** and **Battle Phase**. The key to a great adventure is in mastering how the controls work in each phase.

SEARCH PHASE

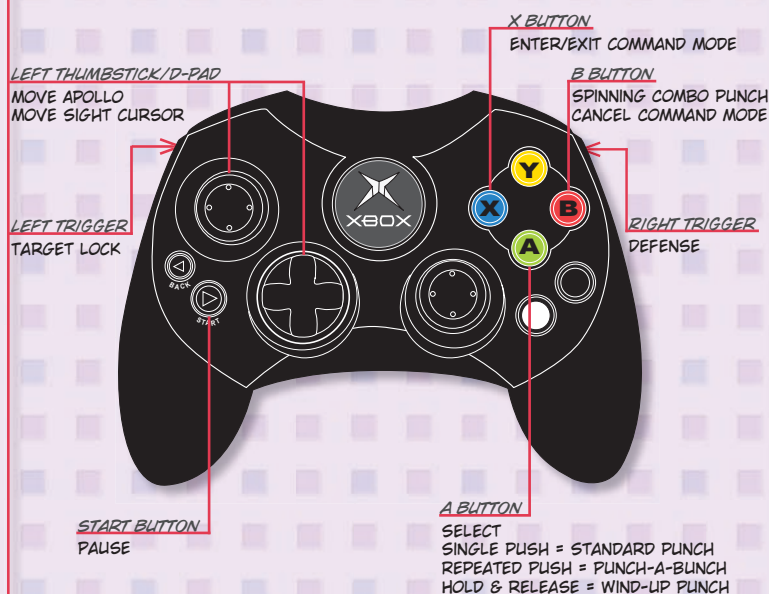


SELECTING MENU ITEMS

DIRECTIONAL PAD/LEFT THUMBSTICK = MOVE AMONG CHOICES
A BUTTON OR START BUTTON = SELECT
B BUTTON OR BACK BUTTON = CANCEL

NOTE: YOU CAN USE EITHER THE DIRECTIONAL PAD (D-PAD) OR THE LEFT THUMBSTICK TO CONTROL MOVEMENT. THIS BOOKLET WILL ALWAYS REFER TO THE LEFT THUMBSTICK WHEN DESCRIBING MOVEMENT CONTROLS.

BATTLE PHASE



PLAYING THE GAME

ARE YOU READY FOR ADVENTURE?

You're about to begin a thrilling adventure but, as with everything you do, it pays to know how the basic elements of the game work. So before you begin playing, take a look at what each item on the Main screen allows you to do. You'll be glad you did!



NEW GAME

This starts a new adventure at the very beginning of the game.

LOAD GAME

This loads a game that you saved after you cleared a stage. You can save up to eight separate games and return to them later.

CONTINUE

This resumes play where you left off in the middle of a stage.

OPTIONS

This lets you adjust the volume level for sound effects and music as well as the intensity of the rumble feature on your controller. Set them to the level you like.

THE PHASES OF THE GAME

Sneakers has two phases for clearing the five stages of the game: Search Phase and Battle phase. The two phases are described below, and you'll find more details on the pages that follow.

SEARCH PHASE - HUNTING FOR ENEMY RATS!

In Search Phase you can move around the house and the town while hunting for enemy scouts. When you encounter an enemy scout, press the X button to check him out and then press the A button to chase him off. Press X again to leave Check Mode. You can check out lots of other objects too while in Search Phase!



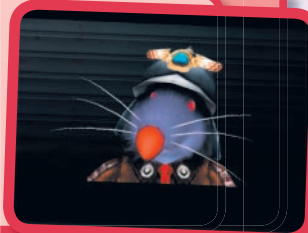
BATTLE PHASE - DESTROYING ENEMY SQUADS!

After you've chased off the enemy scouts, you have to battle the enemy rat squad. As Apollo, not only can you wallop the enemy rats, but if you press the X button, you can enter Command Mode and order your mouse brigade to do what you want. Press X again to leave Command Mode when you're done giving orders and are ready to return to battle.



BATTLING THE BOSS

After you've cleared all the enemy squads, you have to battle the squad's Boss. This is when the fighting gets fierce! But you're up to the challenge, aren't you?



SEARCH PHASE

From here on, I (that's me, Apollo) get to be the one to tell you everything you need to know about playing the game. After all, no one else knows the ins and outs of Sneakers as well as I do! I'll begin by telling you about Search Phase.



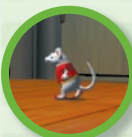
Hunting for Enemy Rats!

In Search Phase you can move around inside the house or the town and all my friends will follow you wherever you go. Make sure you explore every nook and cranny to flush out all of the enemy scouts.



Walking

Most of the time we mice walk on our two hind legs. We may not be as quick on our feet that way, but we can maneuver much better.



Running

We get around much faster on all fours, so press and hold the A button to make us run! But we sometimes overlook enemy scouts in this position, so you need to be careful about that.



Apollo's Diary

Somebody Stole Our Food!



There are four of us mice in our little club, and we always have lots of fun together. For the big bash today, we gathered at my house and set out a great party spread. The next thing we knew, all the food we prepared had disappeared. Who could have eaten it?!

Choosing a Route

When your path splits, arrows appear to show you which direction you can go. Move the thumbstick to highlight the arrows representing the various paths and then press the A button to choose a direction. You can also just hold the thumbstick for a few moments in the same direction to choose a path.



Using Your Special Skills

Something everybody loves about us is all the special skills we mice have—like climbing walls and leaping from one bed to another. You might think it'd be really hard to make us perform such amazing feats, but that's not true. As long as we're running on all fours, we'll automatically use our special skills whenever we need to. It's automatic! Wow! How easy is that?!



Find the Intruders!

The culprits who ate our food seem to be some rats from out of town. But what did they come to my house for in the first place? In any case, they're not going to get away with it! The four of us intend to flush out every last one of the intruders, and we'll start our search by climbing down from the attic into the kid's room.



SEARCH PHASE

Getting Rid of Enemy Scouts

The scouts won't always be in places where they're easy to find. Sometimes they'll be hiding in the most unexpected spots. So be sure to check out anything the least bit suspicious you see on the screen.

When you think you've found an enemy scout, press the X button to switch to Check Mode. Use the left thumbstick to move the sight cursor over the suspected enemy scout. When the word "Check!" appears on screen, press A and the enemy scout is chased away!



Checking Out Other Stuff

While in Search Phase, you can move or check out certain objects you find on screen by issuing commands to your friends. Press the X button to make the cursor appear and then point it at an object. When you see "Check!" press the A button. Sometimes, it'll take more than one friend to examine the object. Look for the number in the pink balloon to see how many friends you'll need. Then choose each friend by selecting their picture and pressing the A button. When you've finished choosing, press A again for "OK" and watch them jump into action!



We Found an Enemy Scout!

We searched all around the kid's room, being very careful not to make any noise. I was really beginning to wonder where the intruders could be hiding. But all of a sudden, we saw a dark shadow under the table. Hey! An intruder! What now?! We just checked him out, and as soon as he realized we'd seen him he went scurrying away. Whew! What a relief!



Paying Attention to Time

There's a time limit for flushing out the enemy scouts. You can always see how much time you have left by looking at the on-screen clock. If you're still hunting when your time is up, the game is over, so be sure to watch your time closely! And by the way, for each enemy scout you flush out, you gain a little bit of extra time on the clock.



Collecting Items

There are many different hidden items for you to find. Make sure you always check out certain things you come across in the house or around town. Collect candy to earn points which will also improve your Stage Grade.



The Wastebasket

As we were making our way around the kid's room, we came upon a wastebasket. It seemed like it could be an ideal hiding place, so I asked Brutus to check it out. Sure enough, he found an enemy scout inside. You just never know where they might be hiding. From now on I'm going to be sure to check out everything I see in the room.

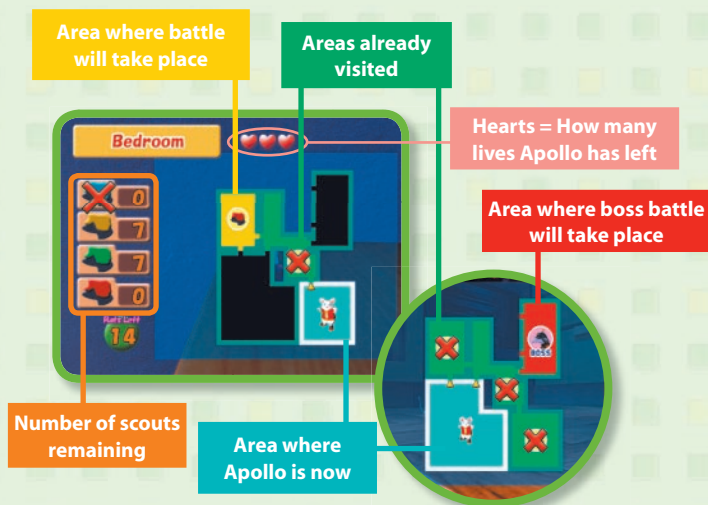


SEARCH PHASE

Using the Stage Map

As you move around from place to place, you might sometimes feel like you're lost. If that happens, just press the Y button to display the Stage Map. The map allows you to see at a glance exactly what room you're in.

The map also shows you how many enemy scouts are left in each squad in the stage. The squads are different colors so you can tell them apart. When you spot a scout, note what color the hat is because the Stage Map will show how many rats are left in that squad. When all the scouts are eliminated from a squad, the room where the squad battle will take place begins flashing. When you defeat the squad, the icon representing the squad is crossed out on the map.



Using the Pause Menu

You may want to pause the game to give yourself some time to review the tips and tricks in this manual or even to take a break! To do this, press the START button. The game pauses and the Pause menu appears. Here you can quit the game, load a different game, return to the Main screen to save your game, or simply leave the game paused.



Caution Signs

A yellow caution sign may stop your progress as you move around. This means you need to overcome an obstacle before you can continue. For example, you may need to move a stuffed animal aside or perform some other task. But don't worry, you can get your friends to help you! Press the X button to check the obstacle and then select the friends you want to act on it.



Stop Signs

As you explore, you may come across a red stop sign. This means you can't go any further; you'll have to find another way past that point.



Find the Candy!!

Next we went searching for enemy scouts in the kitchen, and a large vase on the floor caught my eye. "That's just the sort of place where the enemy might hide," I thought, and so I asked Pete to check it out. I watched nervously as he looked inside, but all he found was some yummy candy. Be sure to search every object you can for hidden candy!



Climb the Wall!!

In the kitchen, we came to a gigantic piece of furniture. It was like a wall, but I thought maybe we could climb it, so we took a running start and jumped with all our might. We did it! We got up to the top! And once we were there, we discovered a hole in the wall—a secret passageway to the next room. This is my own house, but I still learn something new every day!



BATTLE PHASE

When you go to the designated battlefield after you've flushed out all of the scouts belonging to a particular enemy squad, the game automatically switches to Battle Phase. Now it's time to fight the full squad! Each of us mice has a specific strength level made up of health points (HP), and each time one of us takes a hit, it makes our HP go down.



Our Health Point (HP) Meters

Our HP meters are bars that appear below our pictures. Keep an eye on the health of each of your fellow mice in battle. A blue bar means a mouse is at full health. Green means the mouse is slightly injured. Yellow means you'd better feed the mouse soon. A red bar means the mouse is close to death. A black bar is the worst — it means the mouse has been killed by an enemy rat!



If, while in battle, you notice one of your friends is not doing so well on his or her HP meter, quickly press the X button to freeze the action and enter Command Mode so your mice can grab food to heal themselves. (Command Mode is explained on the next page.) Grab all the food you can! Remember, you don't want to lose a friend because the game only gets tougher as you go. Sometimes you'll need certain friends to help you make allies later on.

Lives

On the Stage Map and the Continue screen you'll notice a row of hearts. These hearts indicate how many lives I have left. The better you do in the game, the more lives you collect for me. Each time I am killed in battle, I lose one life. Once my lives are gone, the game is over!

Our First Battle (Part 1)



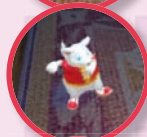
We flushed out six enemy scouts just in the kid's room. Good grief! I hate to think how many intruders there might be altogether! Then, as we made our way out into the hallway, we were met by an entire pack of enemy rats. I guess the rats we chased away came back with their entire squad. All right then! They asked for it!

Fighting Skills



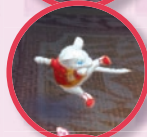
STANDARD PUNCH

A quick tap of the A button throws an ordinary punch. The time you are open to enemy attack is limited, but so is the force of your own attack.



WIND-UP PUNCH

Press and hold the A button and then release it to unleash a wind-up punch. This punch is powerful enough to lay out your opponent, but it takes longer to deliver, which means you're also more open to attack.



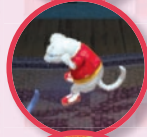
PUNCH-A-BUNCH

If you press A repeatedly with the right timing, you can deliver several punches in a row. See how good it feels to land a solid one-two punch!



SPINNING COMBO PUNCH

Press the B button to use the spinning combo punch. This punch can knock down all enemy rats around you at once. It takes a bite out of your HP, so it's not a good idea to use it too often.



DEFENSE

Pull the right trigger to defend yourself. As long as you hold it down, you can fend off enemy attacks. This doesn't defend against attacks from the side or behind, so watch out for those.



TARGET LOCK

Pull the left trigger to lock onto the nearest enemy. As long as you hold down the trigger, you will stay locked onto that enemy. This is very helpful during boss battles!

Our First Battle (Part 2)

The enemy soldiers were stronger than I expected. They surrounded me on all sides, and I really thought I was done for. But then Brutus came to my rescue. I've sometimes thought he needed to tame his temper and not be so rowdy, but you can't beat having a scrapper like him on your side at times like this. Somehow or other, we managed to defeat all the enemy soldiers without anyone on our side going down.



BATTLE PHASE

Issuing Commands to Friendly Mice

During battle the friendly mice on our side will automatically attack the enemy rats, but you can also use Command Mode to tell them what you specifically want them to do. Everyone stops moving when you switch to Command Mode, so you can take all the time you need to give instructions. The screen shows you exactly how much HP everyone has left—isn't that handy?

- 1 Press the X button to enter Command Mode. Use the left thumbstick to control the sight cursor that appears.
- 2 Move the cursor over the mouse you want to command and press the A button.
- 3 Next, move the cursor to the enemy rat you want to attack or the food you want to grab.
- 4 Repeat this for as many mice as you'd like to command. When you've made your choices, press A again.
- 5 Exit Command Mode by pressing X again. Now you've launched an attack on the enemy rat or eaten the food.



The Stage Boss Appears!



It took almost all our strength, but somehow we managed to defeat the last of the intruder rats we found in the house. Then who should appear before us but a big boss rat! His name is Smog, and he seems to be a very clever rat, so he's going to be tough to beat. But we're determined to bring him down by sticking together and working as a team!

Using Command Mode to Pick Up Items

When you defeat an enemy in battle, items appear on screen. They're divided into two basic categories — **Recovery Items** and **Point Items** — and I'm going to let you in on a little secret for making the most of them. Simply switch to Command Mode and tell the mice who need them most to pick them up. That's how you get the best value from the items.



RECOVERY ITEMS (FOOD)



Almond = Recover 1/32 HP



Peanut = Recover 1/16 HP



Cracker = Recover 1/8 HP



Mushroom = Recover 1/4 HP



Broccoli = Recover 1/2 HP



Cheese = Recover full HP

POINT ITEMS (CANDY)



Pink Candy = 1 point.
Appears when you defeat an enemy rat



Orange Candy = 5 points
Appears when you defeat an enemy rat



Green Candy = 10 points
Appears when you defeat an enemy rat



Blue Candy = 20 points
Appears when you defeat an enemy rat



Purple Candy = 50 points
Appears when you defeat an enemy rat



Yellow Candy = 100 points
Appears in Search Mode

Bonnie Joins Up

Whew! I'm glad that battle is over! As we were resting up afterwards, Bonnie came along. She's our rose among thorns, and she's usually bubbling with energy, but today she looked completely downcast. Imagine our shock and alarm when she told us what had happened! All right then! The adventure continues, and now Bonnie will be coming with us too! Our real battle still lies ahead!



BATTLE PHASE

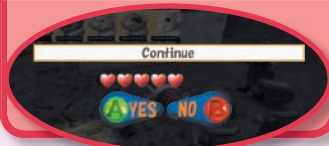
If the Enemy Wins...

I don't like to think about it any more than I have to, but sometimes the enemy beats us in battle. What happens in cases like that? Here are the two possibilities, depending on who it is that bites the dust:



IF IT'S ME (APOLLO)

When I'm the one who gets beat, you can still keep on playing as long as I have some lives left (the hearts are shown on the Continue screen or Stage Map screen). When my hearts are gone, it's Game Over.



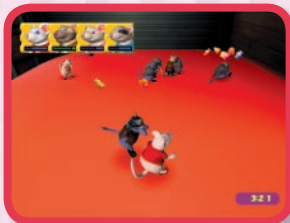
IF IT'S ANOTHER FRIENDLY MOUSE

When another friendly mouse gets beat, you can continue playing without that mouse. It won't be easy. It just goes to show how important it is to look out for your friends.



On to a Boss Battle!

A boss battle awaits at the end of each stage (after you've defeated all of the other enemy squads for that stage). The bosses are all crafty devils, and you can bet they're not going to be pushovers. So be ready for anything when you face off with them!



The Unknown Enemies to Come...

This is the end of my diary. What's that? You say you want to know what happens next? Well that, I'm afraid, is a secret. You'll just have to play the game and find out for yourself. But one thing I can tell you for sure is that you're going to meet lots of new enemies along the way. (All right, you twisted my arm. I'll let you see just the silhouette of one of them here. Who could this ferocious figure be?) Your adventure has only begun!



WHAT ARE STAGE GRADES?

Each time you win a battle, finish a level, or when you finish the game you get graded on your gameplay. The grades range from A to E, and here's what counts in figuring the grades, along with what each grade means.



What counts toward your grade:

- How long it took you to clear the stage
- How many enemies you defeated
- The number of items you collected
- The number of friendly mice still with you

Rank

What it means

A

Perfect! A true mouse among mice!

B

Great! Be proud to show your face anywhere!

C

Nice! A job well done by a very fine mouse.

D

Fair. A little more practice and you'll be great!

E

OK. You gave it a good shot! Let's try again!

Mice of Different Talents

Each of my mouse friends is a unique individual, but it's good to know that I can count on everyone to always give their best. Even though we don't all have the same attack strength or quickness of foot, it's by working together to make up for each other's weaknesses that we can keep forging ahead.

Also, new friends will be joining us at the end of the stage. That means our troop of adventurers will grow as the game progresses. There are times when friends get separated from us, too, and we have to go and find them.



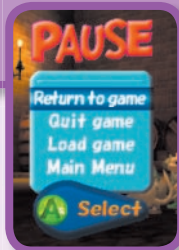
WHILE YOU PLAY

SAVING YOUR PROGRESS

So you're having the time of your life on this exciting, heart-thumping adventure. But what if you lost all your progress because you didn't know how to save? That would be a disaster! To make sure this doesn't happen, here are two different ways to save your progress in the game.

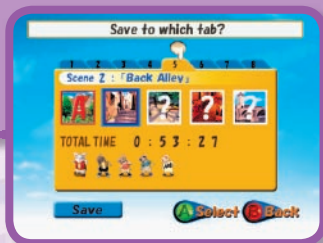
IN THE MIDDLE OF A STAGE

If you want to take a break in the middle of a stage, press the Start button. Then, on the Pause menu, select Quit Game and press the A button. Sneakers will save your progress. You can continue the game where you left off by selecting Continue on the Main menu and pressing the A button. Remember, if you choose to load a saved game from the Load Game Menu or choose to start a New Game you'll lose your mid-stage save and will have to restart that level!



AFTER CLEARING A STAGE

When you clear a stage, the game automatically takes you to the Save screen. On this screen, you can save up to eight different games. The screen even shows you how many friends you still have left. If you don't have many friends left, you know you're going to have a hard time ahead, so you might want to reconsider saving a game like that.



APOLLO ANSWERS YOUR QUESTIONS



In this column, I (Apollo) will answer your questions about Sneakers. So whether your question is about some minor detail or an all-important element, just step right up and ask away.

When your HP drops in battle, what happens after the fighting is over?

A very good question. You'll be happy to know that once the battle is over, your HP automatically returns to its maximum strength. That means the next time you go into battle, you'll always be starting at full strength again. Now that you know this, you should be able to go all out in every battle.

More enemy rats showed up right in the middle of a battle! What's going on?

That's right. Sometimes, if you're taking it too easy in battle, the enemy rats will whistle for reinforcements. So be prepared!

Each time I beat an enemy rat, some items appear on screen. Is there a pattern to what shows up?

My friends and I consider ourselves all equal so this may be hard to believe but the enemy rats are organized like the typical army into higher and lower ranks. The higher the rank of the rat you've defeated, the more valuable the items that appear for you to retrieve.

I keep losing all my friends right away. What am I doing wrong?

Well, maybe you aren't making the best use of food. If you use Command Mode, you can have your friends with low HPs pick up the food and candy that appears. It's really important to look out for your friends. Of course, you can keep on playing even after you've lost all your friends, but I don't really recommend it. I mean, after all, they're your friends!

When I'm in Search Phase using Check Mode, is there any way for me to flush out or check enemy scouts that are hidden behind pillars or other objects?

Ah, yes. It can be frustrating when you can see just enough to know that an enemy is there, but you can't seem to flush them out (can't get the cursor to tell you "Check!"). Well, the short answer to your question is "No." In order to flush rats like that out, you have to be able to really get them in your sight cursor. Just move to a position where you can do that, and you shouldn't have any trouble.



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